

FIG 1

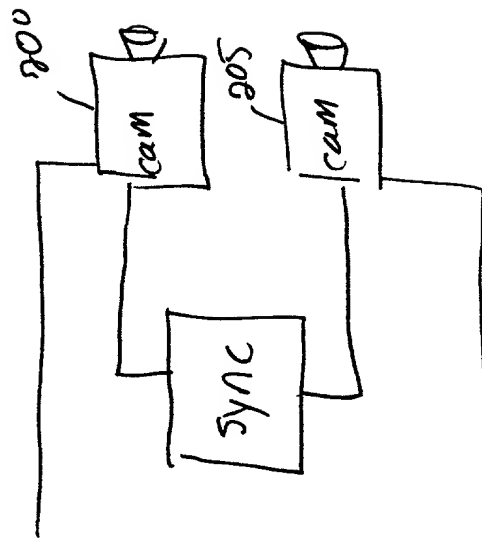
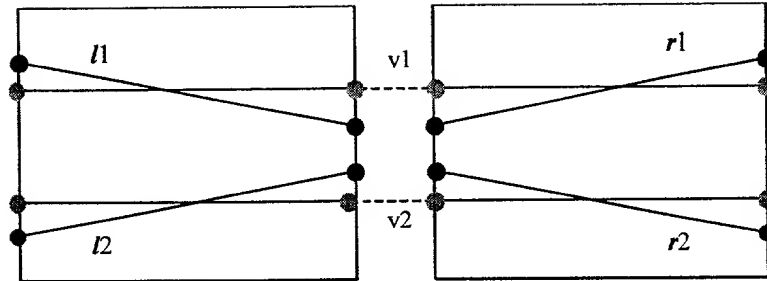
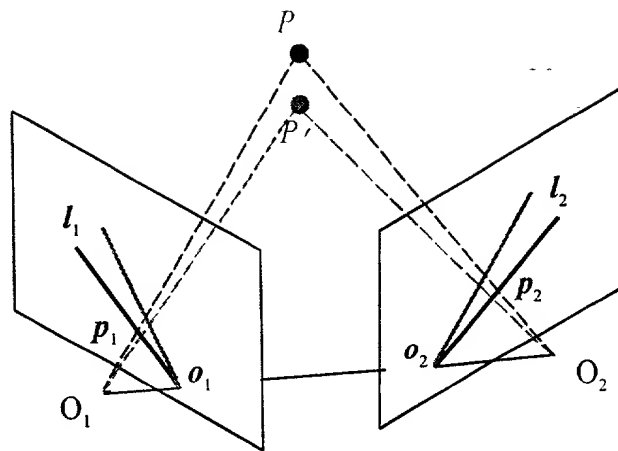


FIG 2



**Figure 3a** Illustration of the rectification algorithm



**Figure 3b** Epipolar geometry

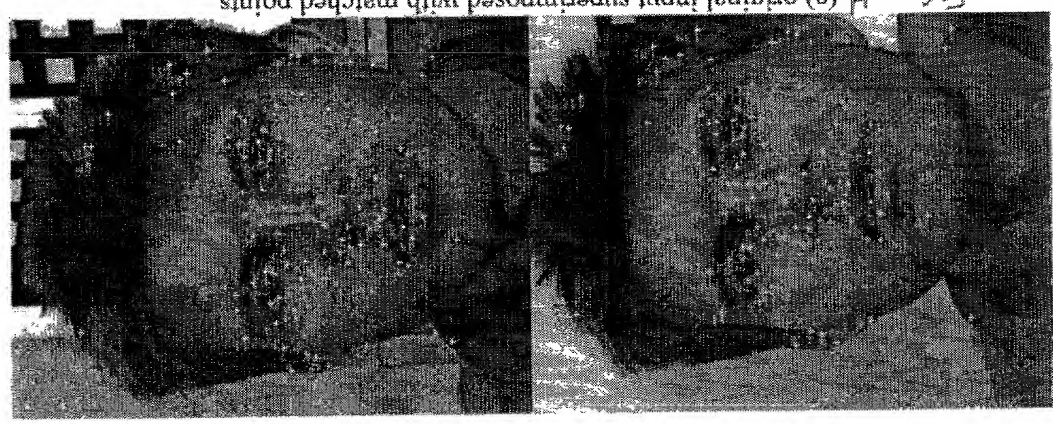


Fig. 4 (a) original input superimposed with matched points

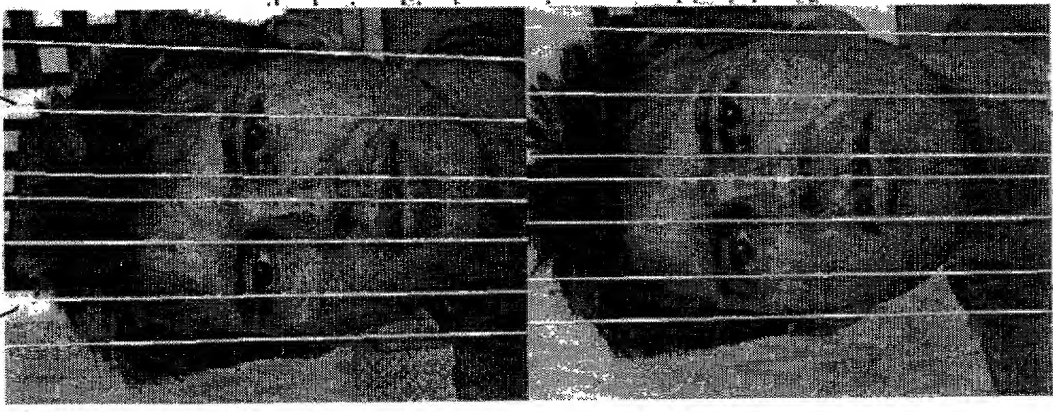


Fig. 4 (b) original input superimposed with epipolar lines

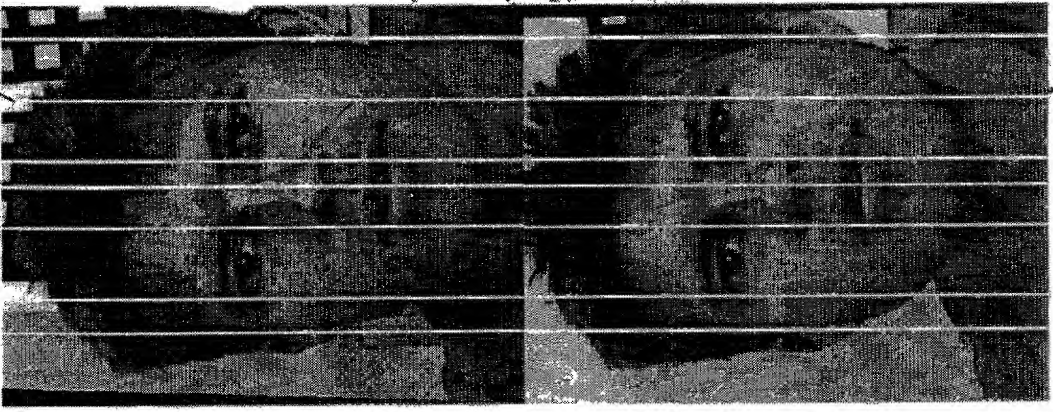


Fig. 4 (c) rectification results

400 416 405

416

416

416 410

416

Select seed  
voxel  
 $\text{unique} / \Phi(r) > t_1$

-500

Divide image  
into buckets

-502

Sample pixels  
randomly to  
find good seed

-504

Adjust threshold  
to find desired number  
of seeds

-506

Surface tracing  
from all seed  
voxels

-510

Store <sup>seeds</sup> in queue

-512

check neighbors

-514

Next seed

-516

FIG 5